



Quinn6

A drop-in replacement for the UE5 Mannequin (Quinn): same skeleton, so every UE5 animation and Animation Blueprint works out of the box. Sculpted in ZBrush, 4K PBR textures, ready-made looks: worn industrial metal, teal sci-fi, burgundy oxidized and more.

UE 5.7 → 5.8 · TINY RPG



What's inside

- Skeletal Mesh (31,762 triangles, LODs generated in Unreal) rigged to the UE5 Mannequin skeleton.
- 4K PBR textures, one UV channel, one texture set.
- A Master Material and several Material Instances, plus an interactive demo scene.



Replace your mannequin

- Open your character Blueprint, select its **Mesh** component and set **Skeletal Mesh Asset** to Quinn6.
- Keep your current **Anim Class**: Quinn6 uses the UE5 Mannequin skeleton, no retargeting needed.

Change the look

- Pick another Material Instance in the mesh's material slot, or create your own instance from the Master Material.
- Settings: **Tint**, **Color Blend**, **Roughness Intensity**, **Metallic Intensity**.

 Get it on Fab ↗ <https://www.fab.com/listings/39ea618e-386b-43a8-85f8-3cb54b9d48c6>

▶ Watch the video : youtu.be/iDbBLJHaAGw

✉ Still stuck? Write to contact@stanlab.dev · tinyrpg.stanlab.dev

